Figure 1

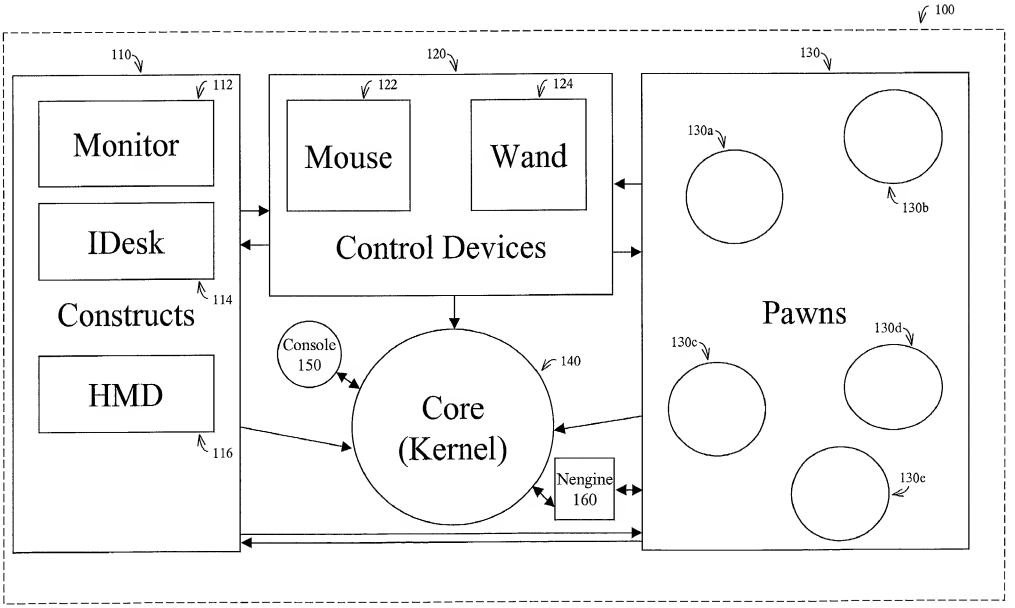
100
110
112
Monitor
IDesk
114
Constructs
HMD
116
120
122
124
Mouse
Wand
Control Devices
Console
150
140
Core
(Kernel)
Nengine
160
130
130a
130b
Pawns
130c
130d
130e
130e

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Figure 2a

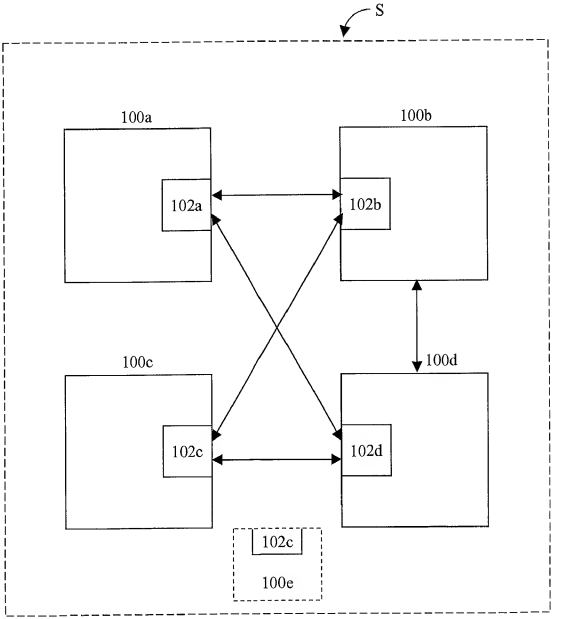

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Figure 2b

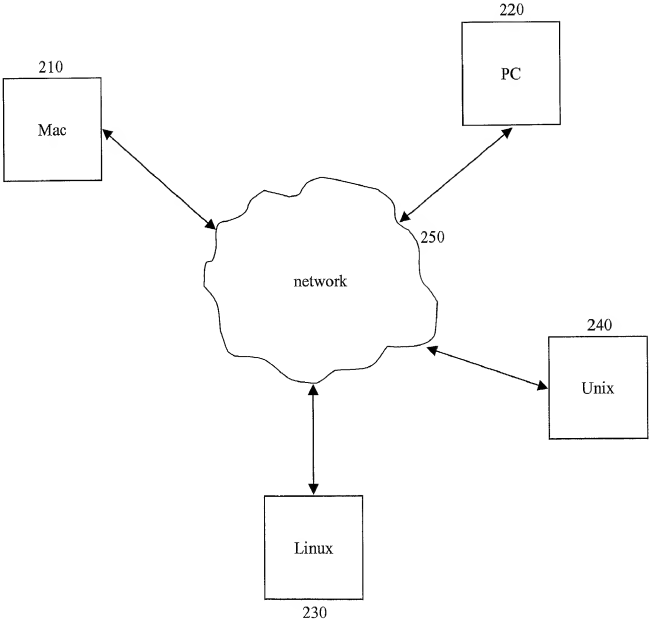

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Figure 3

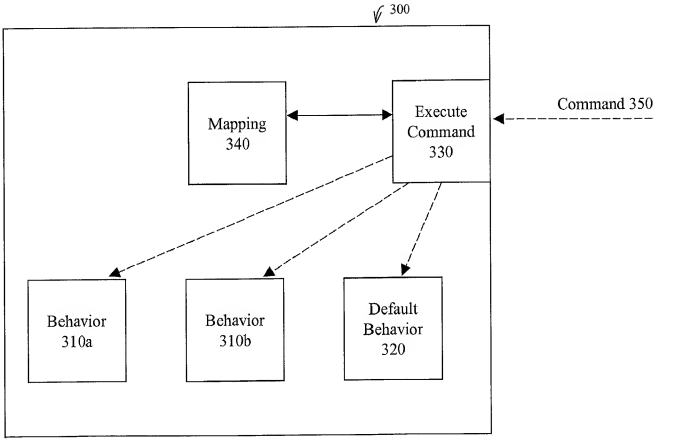

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Figure 4

4a	**Cmd**	**Behavior**
	Left	Move
	Right	Move

4b	**Cmd**	**Behavior**
	(empty set)	

4c	**Cmd**	**Behavior**
	Wand Point	Move
	Mouse Left	Move

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Figure 5

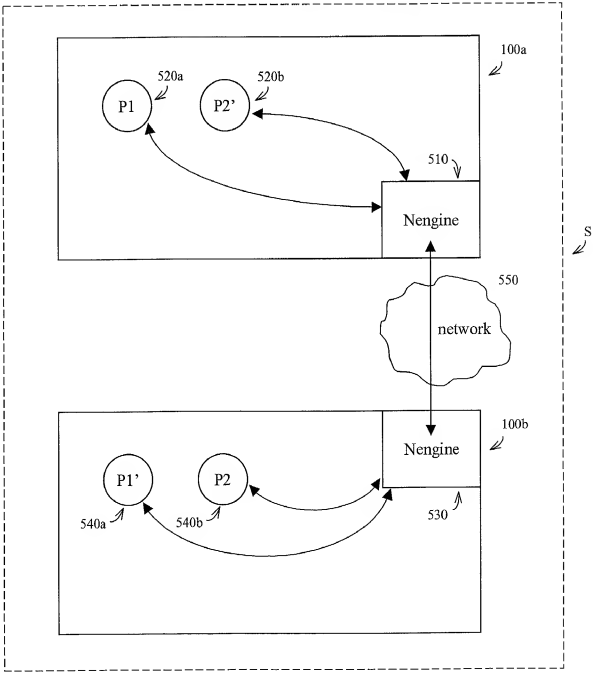

Figure 5b

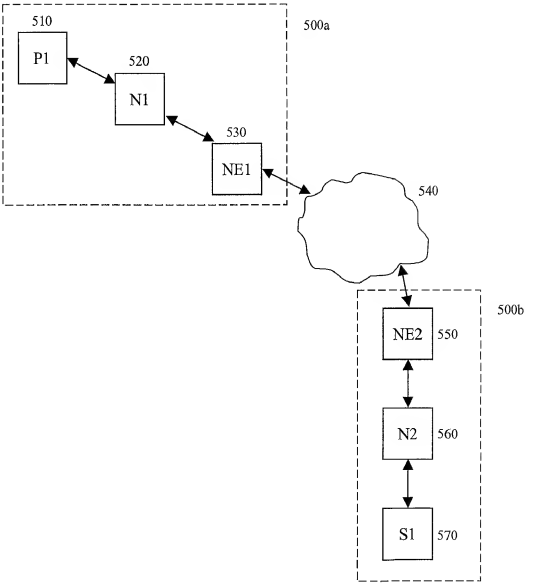

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Figure 6

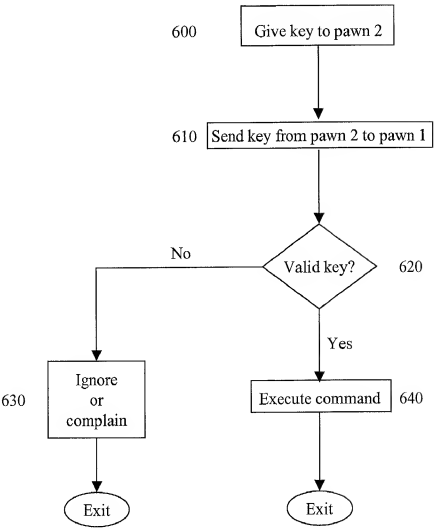

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Figure 7

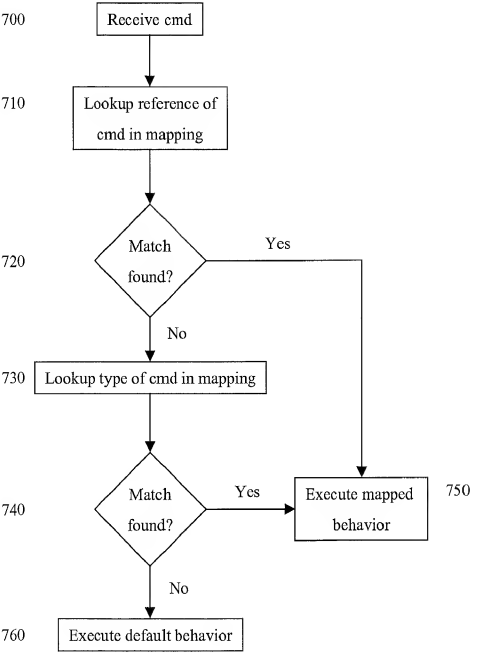
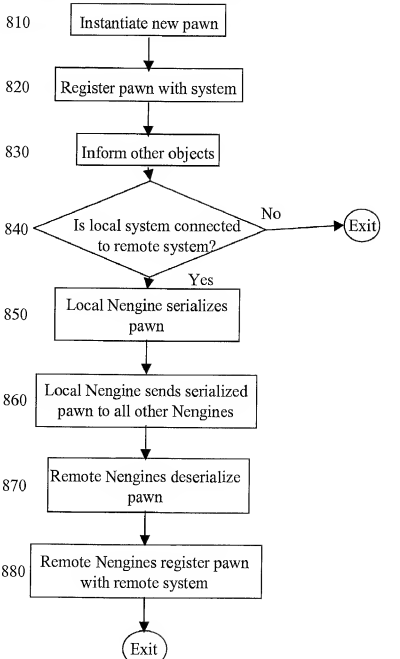


Figure 8


810
Instantiate new pawn
820
Register pawn with system
830
Inform other objects
840
Is local system connected to remote system?
No
Exit
Yes
850
Local Nengine serializes pawn
860
Local Nengine sends serialized pawn to all other Nengines
870
Remote Nengines deserialize pawn
880
Remote Nengines register pawn with remote system
Exit